

**In the Claims:**

1. (Previously Presented) A graphical display system, comprising:  
memory for storing a parametric texture map (PTM) and a non-parametric texture map (non-PTM), the PTM having texels that vary based on a parameter and the non-PTM having texels that are constant relative to the parameter; and  
a texture mapper configured to selectively render, based on one or more criteria, a PTM version or a non-PTM version of a graphical object, wherein the PTM version is based on the parametric texture map and the non-PTM version is based on the non-parametric texture map, wherein the texture mapper is configured to perform a comparison between a threshold and a value indicative of a user's viewpoint.
2. (Original) The system of claim 1, wherein the criteria comprises a distance between a user's viewpoint and the graphical object.
3. (Original) The system of claim 1, wherein the criteria comprises a viewing angle for the graphical object.
4. (Original) The system of claim 1, wherein the criteria comprises an amount of visible surface area for the graphical object.
5. (Original) The system of claim 1, wherein the criteria comprises a level of detail value.

6. (Original) The system of claim 5, further comprising a graphics application configured to generate, based on said level of detail value, primitives defining said graphical object and to transmit said primitives to said texture mapper.

7. (Canceled)

8. (Previously Presented) The system of claim 1, wherein the texture mapper is configured to select one of the versions for rendering based on the comparison.

9. (Previously Presented) A graphical display system, comprising:  
memory for storing a parametric texture map (PTM) and a non-parametric texture map (non-PTM); and  
a texture mapper configured to perform a comparison between a threshold and a value indicative of a user's viewpoint and to selectively render, based on one or more criteria, a PTM version or a non-PTM version of a graphical object, wherein the PTM version is based on the parametric texture map and the non-PTM version is based on the non-PTM,  
wherein the value is weighted based on at least two of a group consisting of: a distance between the user's viewpoint and the graphical object, a viewing angle of the graphical object, and an amount of visible surface area of the graphical object.

10. (Previously Presented) A graphical display system, comprising:
- memory for storing a parametric texture map (PTM) and a non-parametric texture map (non-PTM), the PTM having texels that vary based on a parameter and the non-PTM having texels that are constant relative to the parameter; and
- a texture mapper configured to selectively apply, based on one or more criteria, the PTM or the non-PTM to a pixel of a graphical object, wherein the texture mapper is configured to select one of the texture maps and to apply the selected texture map to the pixel based on a comparison of a threshold and a value indicative of a user's viewpoint.
11. (Canceled)
12. (Previously Presented) The system of claim 10, wherein the value is indicative of a distance between the user's viewpoint and the graphical object.
13. (Previously Presented) The system of claim 10, wherein the value is indicative of a viewing angle for the graphical object.
14. (Previously Presented) The system of claim 10, wherein the value is indicative of an amount of visible surface area for the graphical object.

15. (Previously Presented) A graphical display system, comprising:

memory for storing a parametric texture map (PTM) and a non-parametric texture map (non-PTM); and

a texture mapper configured to selectively apply, based on a comparison of a threshold and a value indicative of a user's viewpoint, the PTM or the non-PTM to a pixel of a graphical object,

wherein the value is weighted based on at least two of a group consisting of: a distance between a user's viewpoint and the graphical object, a viewing angle of the graphical object, and an amount of visible surface area of the graphical object.

16. (Previously Presented) The system of claim 10, further comprising a graphics application configured to generate, based on said value, primitives defining said graphical object and to transmit said primitives to said texture mapper.

17. (Previously Presented) The system of claim 10, wherein the non-PTM is derived from the PTM.

18. (Previously Presented) A computer readable-medium having a program, the program comprising:

- logic for determining a value indicative of a user's viewpoint;
- logic for comparing the value to a threshold; and
- logic for selecting, based on the comparing logic, between a parametric texture map (PTM) and a non-parametric texture map (non-PTM) and applying the selected texture map to a pixel of a graphical object, wherein texels of the PTM are defined by variable expressions and texels of the non-PTM are constant.

19. (Previously Presented) A graphical display system, comprising:

- means for determining a value indicative of a user's viewpoint;
- means for comparing the value to a threshold; and
- means for selectively applying, based on the comparing means, a parametric texture map (PTM) and a non-parametric texture map (non-PTM) to a pixel of a graphical object, wherein texels of the PTM are defined by variable expressions and texels of the non-PTM are constant.

20. (Previously Presented) A graphical display method, comprising:

- displaying a graphical object;
- selectively applying, based on one or more criteria, a parametric texture map (PTM) or a non-parametric texture map (non-PTM) to a pixel of the graphical object, the PTM having texels that vary based on a parameter and the non-PTM having texels that are constant relative to the parameter, wherein the criteria comprises a value indicative of a user's viewpoint; and
- performing a comparison between the value and a threshold.

21. (Original) The method of claim 20, further comprising deriving the non-PTM from the PTM.

22. (Canceled)

23. (Previously Presented) The method of claim 20, wherein the selectively applying is based on the comparison.

24. (Previously Presented) A graphical display method, comprising:  
displaying a graphical object;  
selectively applying, based on a value indicative of a user's viewpoint, a parametric texture map (PTM) or a non-parametric texture map (non-PTM) to a pixel of the graphical object;  
performing a comparison between the value and a threshold; and  
weighting the value based on at least two of a group consisting of: a distance between the user's viewpoint and the graphical object, a viewing angle of the graphical object, and an amount of visible surface area of the graphical object.

25. (Previously Presented) The method of claim 20, further comprising:  
generating primitives defining the graphical object; and  
determining, based on the value, a number of primitives to be generated via the generating.

26. (Previously Presented) A graphical display method, comprising:
- displaying a graphical object;
  - selecting between a parametric texture map (PTM) and a non-parametric texture map (non-PTM) based on a value indicative of a user's viewpoint, wherein texels of the PTM are defined by variable expressions and texels of the non-PTM are constant;
  - comparing the value to a threshold; and
  - applying, based on the comparing, the selected texture map to at least a portion of a surface of the graphical object.
27. (Original) The method of claim 26, further comprising deriving the non-PTM from the PTM.
28. (Canceled)
29. (Previously Presented) The method of claim 26, wherein the value is indicative of a distance of the user's viewpoint and the graphical object.
30. (Previously Presented) The method of claim 26, wherein the value is indicative of a viewing angle for the graphical object.
31. (Previously Presented) The method of claim 26, wherein the value is indicative of an amount of visible surface area for the graphical object.

32. (Previously Presented) The method of claim 26, further comprising:  
generating primitives defining the graphical object; and  
determining, based on the value, a number of primitives to be generated via the  
generating.

33. (Previously Presented) The method of claim 26, wherein the expressions vary  
based on light position.

34. (Previously Presented) The system of claim 1, wherein the parameter is light  
position.

35. (Previously Presented) A graphical display method, comprising:  
displaying a graphical object; and  
selectively applying, based on one or more criteria, a parametric texture map (PTM) or a  
non-parametric texture map (non-PTM) to a pixel of the graphical object, the PTM having  
texels that vary based on light position and the non-PTM having texels that are constant relative  
to the light position.